

# EXHIBIT B

# US 9465451 Flick Intelligence vs Unity

US9465451B2	
United States	
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 Similar	
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<b>Current Assignee :</b> Flick Intelligence LLC , FlickIntel LLC	
<b>Worldwide applications</b>	
2012 • <a href="#">US</a>	
<b>Application US13/413,859 events</b> ⓘ	
• First worldwide family litigation filed ⓘ	
• Priority claimed from US29183709P	
2010-12-22	• Priority claimed from US12/976,148
2012-01-06	• Priority claimed from US13/345,382
2012-03-07	• Assigned to FLICKINTEL, LLC ⓘ
2012-03-07	• Priority to US13/413,859
2012-03-07	• Application filed by Flick Intelligence LLC
2012-06-28	• Publication of US20120167001A1
2015-12-21	• Priority to US14/976,493
2016-10-11	• Application granted
2016-10-11	• Publication of US9465451B2
2019-08-03	• Assigned to Flick Intelligence, LLC ⓘ
2020-04-10	• Priority to US16/845,604
2021-12-13	• US case filed in Texas Western District Court ⓘ
2023-01-26	• US case filed in Texas Western District Court ⓘ
2023-01-27	• US case filed in Texas Western District Court ⓘ
2023-05-05	• US case filed in California Northern District Court ⓘ
2023-05-05	• US case filed in California Northern District Court ⓘ
<b>Status</b> • Active	
2031-05-19	• Adjusted expiration
Hide events ^	

Claims priority from a provisional application 12/31/2009    Expired  
Total patent Term Adjustments: 148 days


# Related Products

- The following chart is based on the review of Unity's website.

## AUGMENTED REALITY

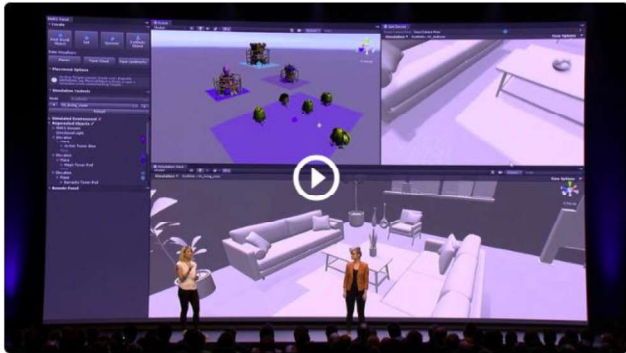
Unity provides powerful tools to make rich, deeply engaging augmented reality experiences that intelligently interact with the real world.

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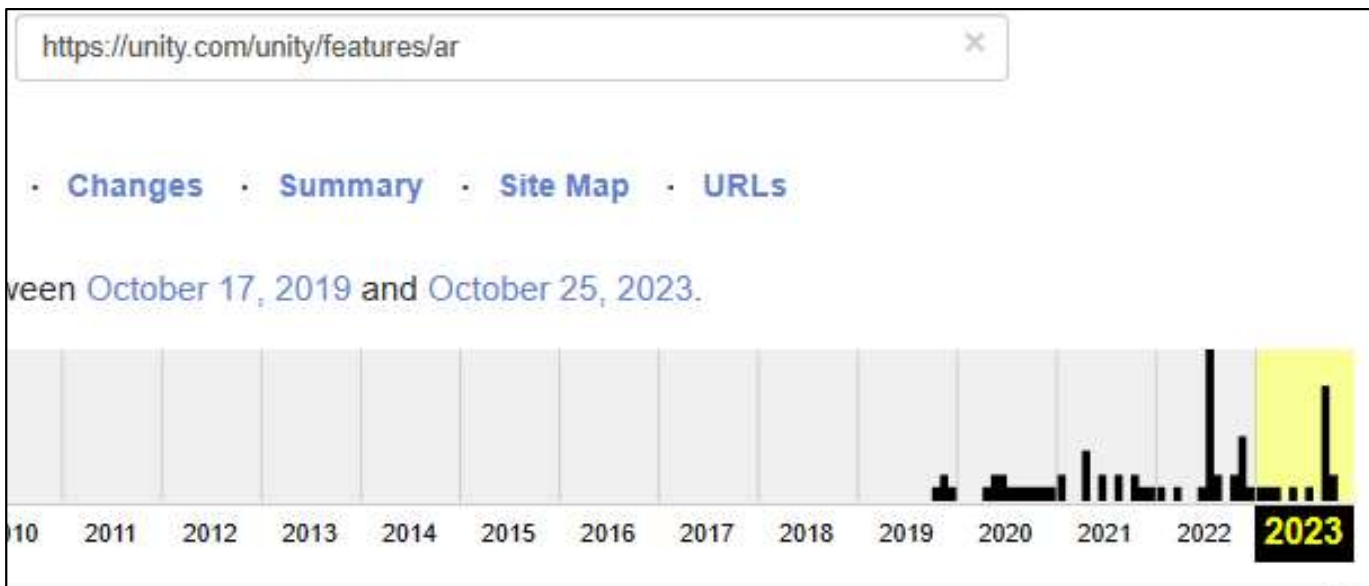


## An end-to-end creation platform

Unity has custom resources to bring your immersive vision to life. Our industry-leading software development platform pairs tools purpose-built for Augmented Reality creators and a unified workflow across devices that lets you focus on pushing the boundaries of your imagination.



<https://unity.com/unity/features/ar>



# US 9465451 Claim 1

1. A method for displaying additional information about a scene element displayed in a frame of video content being presented on a display, the method comprising:

determining a location of the display in relation to an augmented reality device wherein a plurality of markers is used to determine the location of the display, wherein the augmented reality device comprises a secondary display, and wherein the location of the display is used to map points on the display to points on the secondary display;

detecting a selection of the scene element wherein a viewer looks through the augmented reality device to view the display and utilizes the augmented reality device to point at and select the scene element; and

displaying the additional information to the viewer on the secondary display, in response to the selection.

# US 9465451 Claim 1

A method for displaying additional information about a scene element displayed in a frame of video content being presented on a display, the method comprising:

To the extent the preamble is limiting, Unity performs and induces others to perform a method for displaying additional information about a scene element displayed in a frame of video content being presented on a display.

This element is infringed literally, or in the alternative, under the doctrine of equivalents.

For example, Unity provides the feature in its devices to recognize objects (“**scene element**”) in its surrounding environment, such as (**virtual object**). Once these objects are identified Unity device will **display the details (of the selected object showing virtual displays with dimension information) (“additional information”)** about the object.

For example, it is apparent for a person skilled in the art that the surroundings may comprise a video display including but not limited to television, laptop and billboards (“display”) that display real objects in a frame of video content. The user’s device comprises a camera which captures the object (“scene element”) in the frame of the video display and augments additional information about the object.



<https://youtu.be/D9NrjppXRPO>

# US 9465451 Claim 1

determining a location of the display in relation to an augmented reality device wherein a plurality of markers is used to determine the location of the display, wherein the augmented reality device comprises a secondary display, and wherein the location of the display is used to map points on the display to points on the secondary display;

Unity performs and induces others to perform the step of determining a location of the display in relation to an augmented reality device wherein a plurality of markers is used to determine the location of the display, wherein the augmented reality device comprises a secondary display, and wherein the location of the display is used to map points on the display to points on the secondary display.

This element is infringed literally, or in the alternative, under the doctrine of equivalents. For example, Unity captures video content in the real world by identifying the location and position of the real objects. It detects visually distinct features to compute the location of the real objects. It is apparent that **the video display** is detected as a real object in the application. The Unity devices act as the markers to identify the exact location and position of the video display ("**display**").

For example, the Unity device ("augmented reality device"), running the AR application, **comprises a screen ("secondary display") that presents captured real objects for the user to view.** The AR application overlays the additional information related to the real objects such that if the real object moves in the frame, the additional information moves with it. For example, virtual displays with website links is selected, and a secondary display pops up with information about the selection.. Therefore, the AR application maps the points on the device's screen to the points on the video display such that additional information stays attached to the coordinates of the real object.

Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.



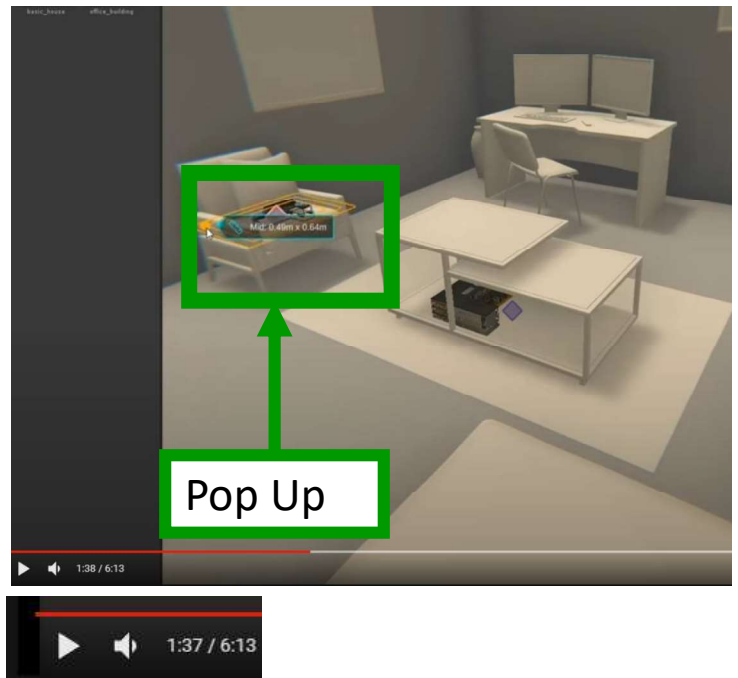
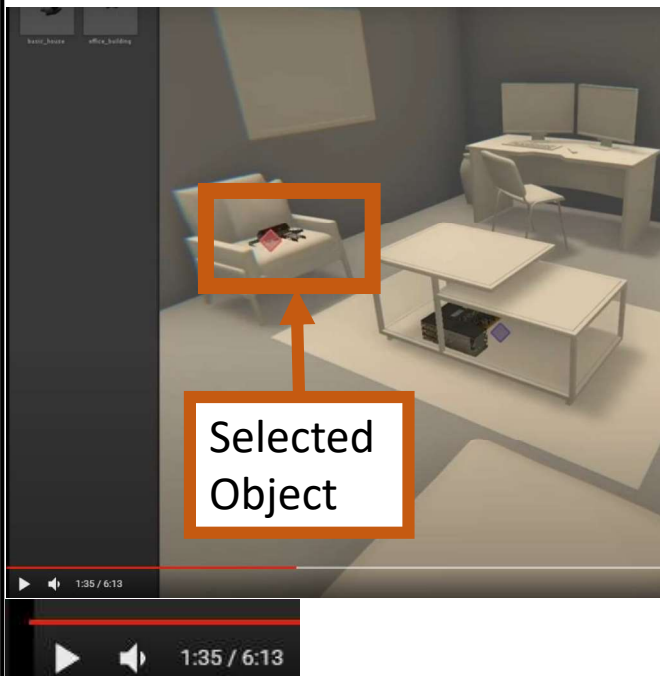
<https://youtu.be/D9NrjppXRPQ>

# US 9465451 Claim 1

**detecting a selection of the scene element wherein a viewer looks through the augmented reality device to view the display and utilizes the augmented reality device to point at and select the scene element; and**

Unity, Inc. performs the step detecting a selection of the scene element wherein a viewer looks through the augmented reality device to view the display and utilizes the augmented reality device to point at and select the scene element; and This element is infringed literally, or in the alternative, under the doctrine of equivalents.

For example, the AR application in the Unity device allows the user to view ("a viewer looks through the augmented reality device") the real objects in video display through the device and **get a visual representation of the scene on the device's screen. Unity device allows the user to select and point ("to an object")** at a real object viewed on the video display through the device's screen. Therefore, the AR application detects the selection of the scene element when the viewer looks through the device's screen. Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.



<https://youtu.be/D9NrjppXRPQ>

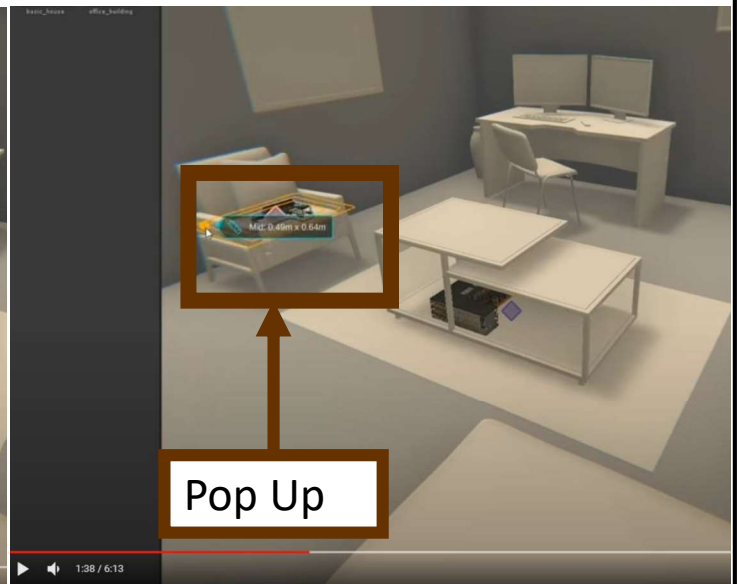
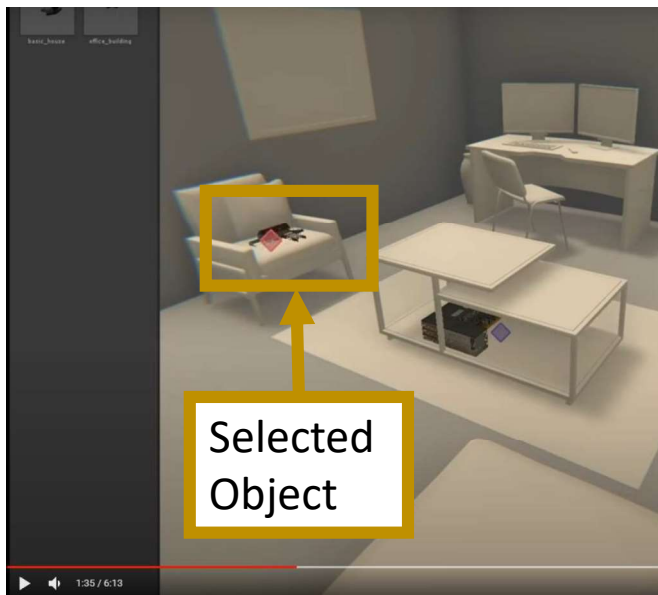


# US 9465451 Claim 1

**displaying the additional information to the viewer on the secondary display, in response to the selection.**

For example, the AR application in the Unity device allows the user to select at least one real object in the scene on a video display using the Unity device. Based on the user's selection, **an additional information (information pops up when the object is selected) is displayed on the user's device such that the additional information is augmented on the selected real object (object)**

Further, to the extent this element is performed at least in part by Defendant's software source code, Plaintiff shall supplement these contentions pursuant to production of such source code by the Defendant.



<https://youtu.be/D9NrjppXRPQ>